

Serial No. 09/339,698  
Docket No. D1005/192221

IN THE CLAIMS:

Please amend claims 16 to 18 as follows:

16. (Amended) A method for printing a grid of promotional game pieces on a web, each game piece including at least a first and second type of indicia, the method comprising [the steps of]:

printing the first type of indicia on the grid of game pieces formed on the web

using a repetitive printing process; ~~and~~

printing the second type of indicia on the grid of game pieces formed on the web; ~~and~~

web using a variable printing process, the variable printing process ~~being in registry~~ <sup>registering</sup> with the repetitive printing to form combinations of first indicia and second indicia;

~~and~~ the variable printing process selectively placing the second indicia on the grid with the first indicia;

[whereby] wherein the resulting promotional game pieces [may be] are printed in a manner that is not repetitive and that inhibits prediction of game outcome.

17. (Amended) A method for printing a grid of promotional game pieces on a web, each game piece including at least one field preselected for receiving indicia that are categorical in nature and also including at least one field preselected for receiving indicia that are conditional in nature, the method comprising [the steps of]:

printing the indicia that are categorical in nature in the corresponding at least one preselected field on the promotional game pieces on the web using a repetitive printing process; and

printing the indicia that are conditional in nature in the corresponding at least one preselected field on the promotional game pieces on the web using a variable printing process, the variable printing being in registry with the repetitive printing;

[whereby] wherein the resulting promotional game pieces [may] include fields of [high] higher resolution associated with a repetitive printing process than a resolution of the indicia of the conditional nature printed using the variable printing process, but the indicia as a whole [may be] are printed in a manner that is not repetitive and that inhibits prediction of game outcomes.

In claim 18, line 3, replace "may intersect" with -- intersects --;

line 4, before "comprising" insert -- the method further --; and

line 4, delete "the further step of."

Please add the following new claims:

24 (Newly Added) A method of printing a plurality of game pieces on a web, comprising:

printing categorical game information on the web using a repetitive printing process, the categorical game information including information identifying sets of game pieces;

printing conditional game information on the web using a variable printing process, the conditional game information defining unique game pieces within the sets of game pieces;

wherein the printing of the conditional game information comprises registering the conditional game information with the categorical game information so that each game piece has both categorical game information and conditional game information.

25. (Newly Added) The method as set forth in claim 24, wherein the printing of the conditional game information comprises varying the conditional game information with respect to the location within the web.

26. (Newly Added) The method as set forth in claim 25, wherein the printing of the conditional game information comprises varying the conditional game information with respect to the location along a width of the web.